

IDIOT HAPPENLESS

500

**By Chief Master Sgt.
M. Kenui Balutski**

48th Communications Squadron

RAF LAKENHEATH, England — If you've ever seen the 1985 movie "Vision Quest" you'll know that it's a great illustration of how focus and hard work can cause amazing results.

Just recently we had a vision quest of our own in the 48th CS. The goal was 500 days without a DUI.

It was affectionately dubbed the Idiot Happenless 500, or IHL-500, and e-mails were sent out almost every week to keep the unit focused on the prize.

To kick it up a notch,

the commander, Maj. Jon Sutherland, announced in January's commander's call that the senior NCOs would cook breakfast for the unit if they went the 500 days.

Could they do it? The unit had made it well over a year because good folks made sound decisions and kept their buddies from doing "the wrong thing."

At every opportunity the senior NCOs kept the heat on, daring the squadron to "put them in the kitchen." Then on Feb. 2, the checkered flag was in sight and the senior NCOs had to put their money where their mouths were. "We knew they could

do it, but we had to wait until zero-

hour before spending any money," said IHL-500 coordinator, Master Sgt. John Peterson. "We didn't want to be stuck with 30 dozen eggs and 15 irritated senior NCOs. That would have been a recipe for disaster."

Then came the magic hour at 6:30 a.m. Feb. 3 when the senior NCOs bought the goods and started to cook breakfast for the masses.

Spatulas sprung to life and designated delivery teams visited 24-hour workcenters to serve those who couldn't attend the breakfast. Wing and group leaders stopped by to congratulate them.

During his remarks to the crowd, Major Sutherland focused the CS on a new challenge: **"You reach 750 days and the senior NCOs will make you lunch next time."**

The additional 250 days will take the unit into October. And yes, this follow-on operation already has a code name.

If all goes well, the 48th CS "Octoberfeast" will be cleared for takeoff in 250 days.

It just goes to show that if you provide the vision and the quest, people may just be inspired to win ... or they

may just be hungry. Either way, it's the same result: Victory!

